

## Random Encounters

# Pets of Any Stripe

By Robert Wiese



### Maephus Ibonn, Transmuter Extraordinaire

Maephus Ibonn, the sixth son of a well-known brewer in the west, grew up learning the brewing trade from his older brothers. At age 16, Maephus fell in love with a neighbor's daughter. He tried in vain to win her heart; she thought he was only a callow and awkward boy. Two years later, and still no closer to his love, he left home and shipped out with a "trading vessel" that turned out to be a pirate ship.

Maephus served on that ship for two months, debarking just before the whole crew was arrested and imprisoned. Over the next few years, he served on several vessels and learned magic from the ships' wizards. He became powerful and settled into life as a pirate. In his 36th year, his life changed again.



His ship had captured a passenger vessel, and one of the passengers was his old love now grown. His feelings rekindled, he offered to set her free if she would marry him. She agreed, but in abandoning him as soon as they were clear of the ship, she treated him more heartlessly than in his youth. He, however, was more mature and let her go while realizing that the gods had used her to extricate him from his evil life. Trying to avoid doing evil again, he wandered the land and became more engrossed in Transmutation magic. A few years later, he met Alisha in her Celeste guise, and she persuaded him (easily) to go into business with her selling transformed animals.

Maephus, now 47, is average in height and build. His graying hair gives him a look of distinction, and his blue eyes stare clearly at the world. His life experiences have left Maephus with a rather neutral outlook on most matters. He tries always to maintain a sense of propriety and aloofness, but the result is that he sometimes appears snobbish. He has no qualms at all about transforming animals and selling them. He is quite content with his current situation, since he gets to practice his craft as much as he could ever want. He maintains contacts with other transmuters and develops new spells to fit his needs. He is quite proud of his *mind of a beast* spell and considers it a breakthrough in transmutation.

**Maephus Ibonn:** Male human Tra 16; CR 16; Medium-size humanoid; HD 16d4+48; hp 92; Init +3; Spd 30 ft.; AC 21, touch 17, flat-footed 18; Atk +7/+2 melee (1d6-1, quarterstaff), or +11 ranged (1d8/19-20, light crossbow); AL N; SV Fort +8, Ref +8, Will +11; Str 8, Dex 17, Con 16, Int 20, Wis 13, Cha 9.

**Skills and Feats:** Alchemy +20, Concentration +22, Craft (brewing) +11, Diplomacy +2, Forgery +8, Handle Animal +3, Knowledge (arcana) +24, Knowledge (local) +15, Knowledge (nature) +17, Search +7, Spellcraft +24; Combat Casting, Craft Wand, Eschew Materials\*, Extend Spell, Extra Slot (4th-level spell)\*, Greater Spell Focus (Transmutation)\*, Persistent Spell\*, Scribe Scroll, Silent Spell, Spell Mastery (*alter self, mind of a beast*\*\*\*, *polymorph other, polymorph self, teleport*), Spell Penetration.

**Wizard Spells/Day** (5/7/6/6/7/6/4/4/3; save DC 15 + spell level, or 19 for Transmutation spells).

**Spellbook:** 0 -- arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, read magic, resistance; 1st -- charm person, chill touch, comprehend languages, endure elements, enlarge, expeditious retreat, identify, jump, magic missile, magic weapon, message, reduce, shield, sleep, spider climb; 2nd -- alter self, blur, cat's grace, command undead\*, continual flame, detect thoughts, fox's cunning\*, knock, levitate, mirror image, protection from arrows, resist elements, see invisibility, spectral hand; 3rd -- blink, dispel magic, displacement, fly, greater magic weapon, haste, hold person, lightning bolt, nondetection, protection from elements, slow, tongues, water breathing; 4th -- charm monster, contagion, detect scrying, dimension door, enervation, ice storm, improved invisibility, locate creature, *mind of a beast*\*\*, polymorph other, polymorph self, remove curse, stoneskin; 5th -- animal growth, animate dead, cone of cold, contact other plane, dismissal, fabricate, hold monster, mind fog, passwall, permanency, teleport, transmute mud to rock, wall of force; 6th -- circle of death, contingency, control weather, disintegrate, geas/quest, globe of invulnerability, greater dispelling, Mordenkainen's lucubration, stone to flesh, true seeing; 7th -- control undead, forcecage, insanity, limited wish, *mind of another*\*\*, plane shift, reverse gravity, sequester; 8th -- horrid wilting, iron body, *mind blank, polymorph any object, protection from spells*.

\* Spells are from *Tome and Blood*, but are not reprinted here.

\*\* Spells are in the fourth part of this article.

**Languages:** Abyssal, Common, Draconic, Dwarven, Elven, Sylvan

**Possessions:** Quarterstaff, light crossbow, case with 10 bolts, *ring of protection* +4, *amulet of natural armor* +4, *boots of speed*, *figurine of wondrous power (silver raven)*,

*pearl of power* (1st-level spell).

**Feats from Tome and Blood:**

**Eschew Materials:** An eschewed spell can be cast with no material components. Spells without material components or whose material components cost more than 1 gp are not affected by this feat. An eschewed spell uses up a spell slot of the spell's normal level, modified by any other metamagic feats.

**Extra Slot:** You gain one extra spell slot in your daily allotment. This extra slot can be at any level up to one level lower than the highest-level spell you can cast.

**Greater Spell Focus:** Add +4 to the DC for all saving throws against spells from the school of magic you select to focus on. This supersedes (does not stack with) the bonus from Spell Focus.

**Persistent Spell:** A persistent spell has a duration of 24 hours. The persistent spell must have a personal or a fixed range (for example, *comprehend languages* or *detect magic*). Spells of instantaneous duration cannot be affected by this feat, nor can spells whose effect is discharged. You need not concentrate on spells such as *detect magic* and *detect thoughts* to be aware of the mere presence or absence of the thing detected, but you must still concentrate to gain additional information as normal. Concentration on such a spell is a standard action that does not provoke an attack of opportunity. A persistent spell uses up a spell slot four levels higher than the spell's actual level.

**Bringing the Parts Together**

You can introduce Maephus to the group in a small way by having them to a job for him. He may need a few hard-to-get components for some spell research, or perhaps the PCs are hired on as part of a caravan guard and the caravan includes a delivery to the ranch (and Maephus's laboratory).

**Coming in Part 4 of the Pets of Any Stripe**

See some the spells that Maephus created.

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